Acclaim's THINK TANK

Comments? Write to: ACCLAIM'S THINK TANK
c/o Acclaim Comics One Acclaim Plaza, Glen Cove, NY 11542

A WORD FROM THE BOSS:

There's and old saying that goes, "It's great to be home." For me, no truer words can be spoken. In the short time I've been here at Acclaim Comics I can honestly say I've found my home; a home filled with a small yet supportive and extremely creative team of dedicated individuals bound and determined to breath new life into the once proud Valiant Heroes Universe.

Acclaim Comics, a company dedicated to creativity and quality publishing, is also "coming home" in many ways. We may be small in number, but we're big at heart and even bigger in determination. As we move forward toward the start of a new millennium, Acclaim Comics is taking a good hard look at its past. We're re-thinking our recent approaches to comic book publishing; re-thinking the characters and concepts that brought us to the forefront of the industry not so long ago; re-thinking how we can once again regain the trust and support of our loyal readers and fans. For Acclaim Comics to move forward we must embrace, value and understand our past. In other words, Acclaim Comics must "come home."

TUROK/SHADOWMAN represents a new beginning for us... a fresh start. It may seem like the old "Dip your toe in the water before diving in" approach, but I can assure you we have a number of great projects planned. The re-launch of SHADOW MAN, the return of QUANTUM & WOODY, and the launch of a ARMORINES limited series tied into the much anticipated Armorines video game, may bring us up to our knees in the water, but we still haven't made that "Big Splash!"
That splash is coming.....

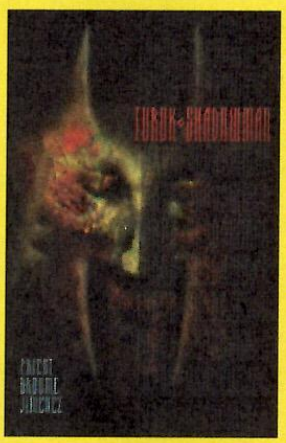
"It's 1999," the editors kept repeating to me. "It's 1999 and we promised our fans we'd do something big. We have to do something... something huge!" Well, that big event is just over the horizon... a great concept now turned into a reality. Pay close attention to the events that unfold over the course of the next few months. Whether you're a loyal fan or a newcomer to Acclaim Comics, you're in for the ride of your life.

Walter Black • Publisher
Joe Caponsacco • Art Director
Omar Banmally • Editor
Michael Marts • Editor

All we ask for in return is that you re-think your views of Acclaim Comics as we re-think ours. Pick us up... read us... "come home" with us. I guarantee you'll be amazed at what a small group of "upstarts" can actually accomplish. You won't be disappointed.

-Walter J. Black II
Publisher

OUT THIS MONTH:



TUROK/SHADOWMAN:

A deadly alliance has arisen between Deadside and the Lost Land, forcing Turok to seek out Shadow Man's help! Together they must journey to the land of the dead to reclaim the life of a close friend. But if the forces of darkness manage to keep Josh there and end the Turok legacy, the entire earth might be consumed!

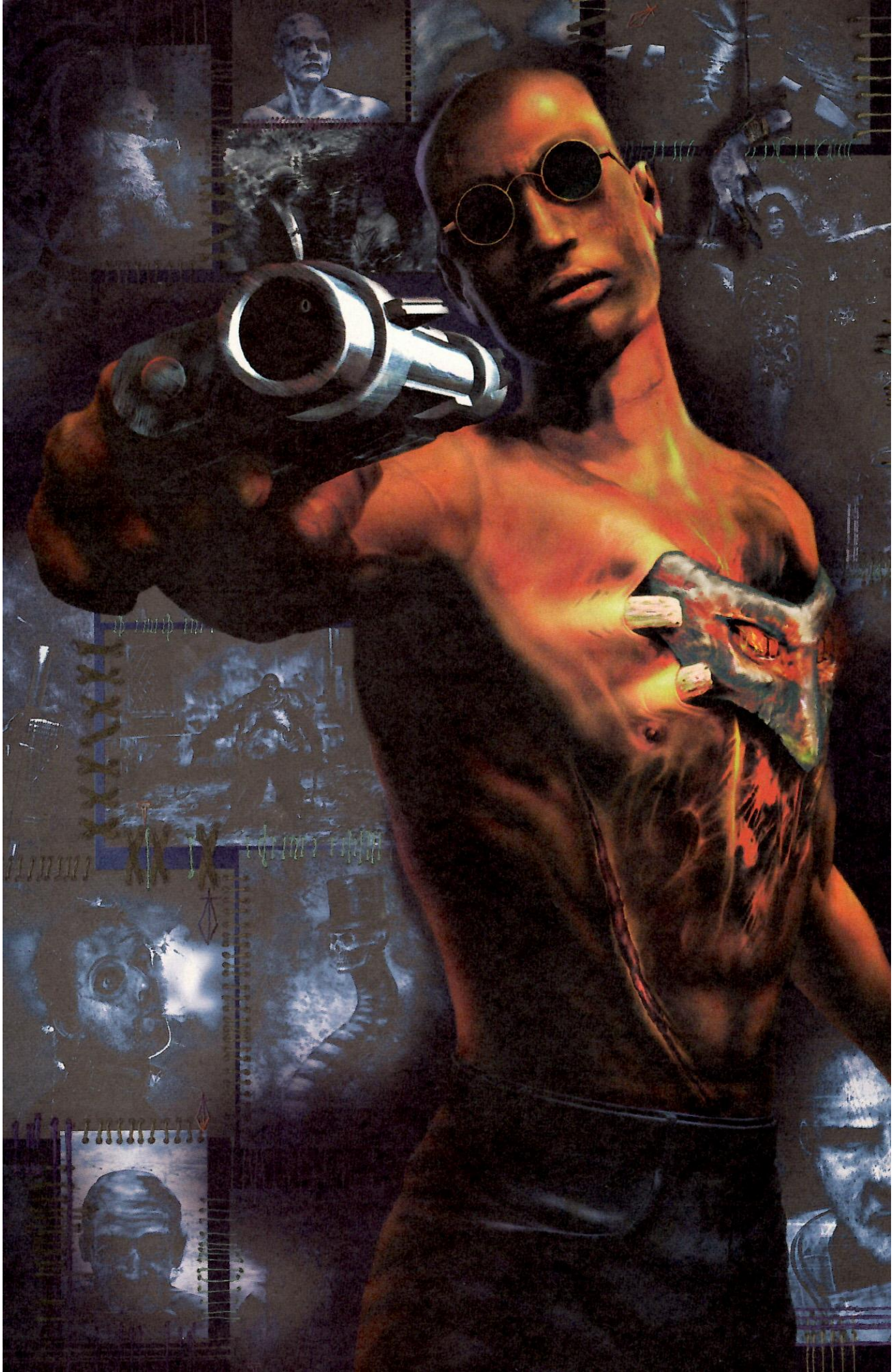
By Priest, Broome and Jimenez

SHADOW MAN #1

On the borderlands of life and death, Shadow Man–the voodoo guardian of the barriers between worlds–continues his deadly eternal stuggle. Apocalypse is rising, and the insane trueforms of Deadside are trying to puncture their way into the living world and bring destruction down. Shadow Man is ready for the last stand...but is he ready for hell on earth?

By Abnett, Lanning, Broome and Benjamin

NEXT MONTH...
HALL
SHADOW MAN
#2
BROOME
·99·
PARSONS
DIGITAL



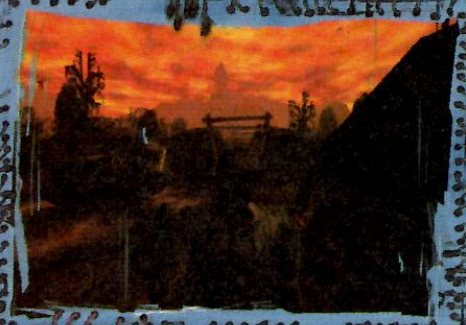
A killer is coming, walking between worlds . . .
trailing death from Liveside to Deadside.

A dead man is coming, skull in one hand, gun in the other . . .
a voodoo mask in his chest and lines
of power in his back.

A possessed man is coming, stalking killers
in tenements and deserts,
subways and swamps, spirit world and real world.

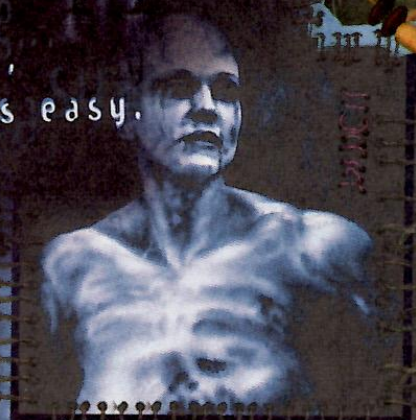
Shadow Man is coming.
Voodoo slave and hero.
Hitman and deadman.

Sometimes,
it takes a killer to stop a killer.



SHADOW MAN

after dying . . .
killing is easy.



RATING PENDING
RP
CONTENT RATED BY ESRB

PC CD-ROM

PlayStation

NINTENDO 64

Acclaim
www.acclaim.net

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after dying...
killing is easy.
SIL
COMING
SUMMER
1999

ADOW MAN

Storyline

From the minds behind Turok®: Dinosaur Hunter comes the next great Acclaim Comics character: Shadowman™. A voodoo priestess has planted a spiritual mask in the chest of hitman Mike Le Roi. Imbued with the mystical powers of a voodoo warrior, he becomes Shadowman and armed with conventional and black magic weapons he walks between worlds to wage war against a cabal of undead serial killers and their legions of otherworldly psychos.

Special Features

- A unique 3rd person action adventure with multiple views and gamer controlled camera capabilities.
- An arsenal of awesome and varied flesh wasting weapons including the .50 Desert Eagle, the Violator, the Shadowgun, the Flambeau, the Calabash, the Asson and many, many, more.
- An evil horde of serial killers and their minions each bent on mass destruction.
- Groundbreaking technology: Lush backgrounds and graphics create haunting and realistic gaming environments that let you see as far as the horizon in any direction.
- Immersive adventure aspects feature complex puzzle solving involving The Texter and other mystical artifacts.
- Huge environments: Play Liveside or Deadside all across the globe and wander as much as you want.
- Non-linear story takes Shadowman through unconventional gaming scenarios that revolutionize the genre.

This summer, Acclaim unveils the most involving 3D action/adventure game of all time. Will you be ready...for Shadowman?

RATING PENDING RP CONTENT RATED BY ESRB

PC CD-ROM

PlayStation

NINTENDO64

Acclaim

www.acclaim.net

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trailing death from Liveside to Deadside.
A dead man is coming, skull in one hand, gun in the other . . .
a voodoo mask in his chest and lines of power in his back.
A posessed man is coming, stalking killers in tenements and deserts.
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Hitman and deadman.
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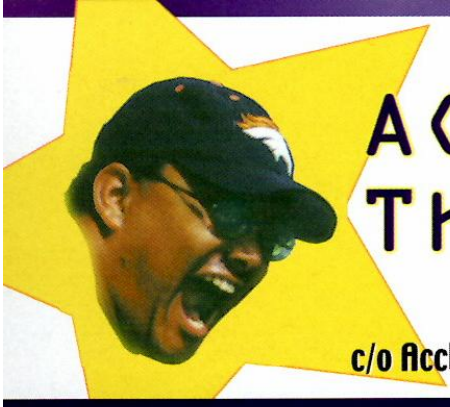


ACCLAIM'S Think Tank

Comments? Write to: ACCLAIM'S THINK TANK
c/o Acclaim Comics: One Acclaim PLaza, Glen Cove, NY 11542

UNITY 2000 AND BEYOND.... A COMMITMENT

By far, the single most-often asked question of me at this year's Wizard World Convention was simple and direct, "Is Acclaim Comics and its parent company Acclaim Entertainment committed to comic book publishing?" The answer I gave in Chicago and will undoubtedly give again at San Diego's Comic-Con is just as simple and direct ... YES.

Admittedly over the past year or so, fans and retailers alike have been asking this question and have been frustrated and often disheartened by the answers. 1998 was a year of tremendous change and upheaval at Acclaim Comics. Answers were not easy to come by, because even those within the organization didn't know what the future held. Well, those days have passed and the mantle of responsibility has changed hands. The sometimes awkward assimilation of Acclaim Comics into the Acclaim Entertainment family is now complete. And those of us who remain and those of us who are new have been charged with the duties of revitalizing our division and returning to comic book publishing in a responsible and profitable way. I assure you here and now that the rug will no longer be pulled from beneath you again.

In return, our parent company has committed their resources, staff and enthusiastic support to our publishing program through the year 2000 and beyond.

I can think of no better example to illustrate this point than our upcoming UNITY 2000 project. Written by Jim Shooter and drawn by Jim Starlin, two of our industry's most well-known and well-respected creators, UNITY 2000 will serve as the benchmark to which future Acclaim Comics titles will be compared. Would Jim Shooter and Jim Starlin agree to be a part of something they didn't believe in? I surely doubt it. They understand our commitment ... they understand our goals.

Although the comic book industry may continue to be in flux, we at Acclaim Comics are now focused ... focused with an eye to the future. We are committed to bringing the best of the Valiant Heroes Universe once again to the forefront of the industry. And there is no better way, no better man to accomplish this than

Walter Black • Publisher
Joe Caponsacco • Art Director
Omar Banmally • Editor
Michael Marts • Editor
Alea Harkawik • Intern

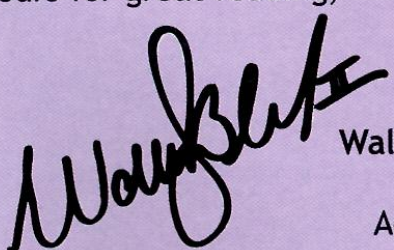
Jim Shooter, the originator. Plain and simple.

Further illustrating our commitment to publishing is the re-launch of QUANTUM & WOODY, a fan favorite that unfortunately got caught in the cancellation craze of 1998 before it had the chance to shine. Fan mail for the return of the world's worst superhero team has been overwhelming, and come September, fans will once again be able to enjoy our buddies on a regular monthly basis.

Add to the mix our four-issue ARMORINES series, slated to launch around the sale of the highly-anticipated Acclaim Entertainment *Armorines: Project Swarm* video game, plus the continuing legacy of SHADOW MAN, and you can see that we at Acclaim Comics are on a mission. A mission to publish quality books for our fans. A mission to restore consumer and retailer confidence in our products and our future. A mission to get the word out that Acclaim Comics is back ... back in a big way!

Commitment ... it's a big word. It's a word that many shy away from ... not us. It's a word we ask you as fans and retailers alike to ascribe to. Learn it ... live it. You'll feel better when you do. Comments? I'd love to hear from you. Write to me personally at the address above.

Yours for great reading,



Walter J. Black II
Publisher
Acclaim Comics

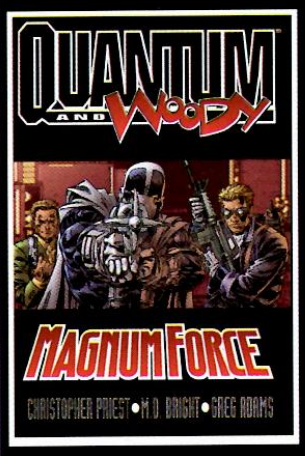
OUT THIS MONTH

SHADOW MAN #2
By Dan Abnett, Andy Lanning, Ryan Benjamin & Mat Broome

What do you get when you cross a gang of undead zombies, a sexy blonde, graffiti art that comes to life, and a pistol-packin' zombie killer with designer shades? If you answered SHADOW MAN #2, then you're right on the money! And if you answered anything else, you better watch your back ... cuz Shadow Man doesn't take kindly to dummies! This issue continues the pure horror and mayhem started in SHADOW MAN #1 and Acclaim's SHADOW MAN video game!

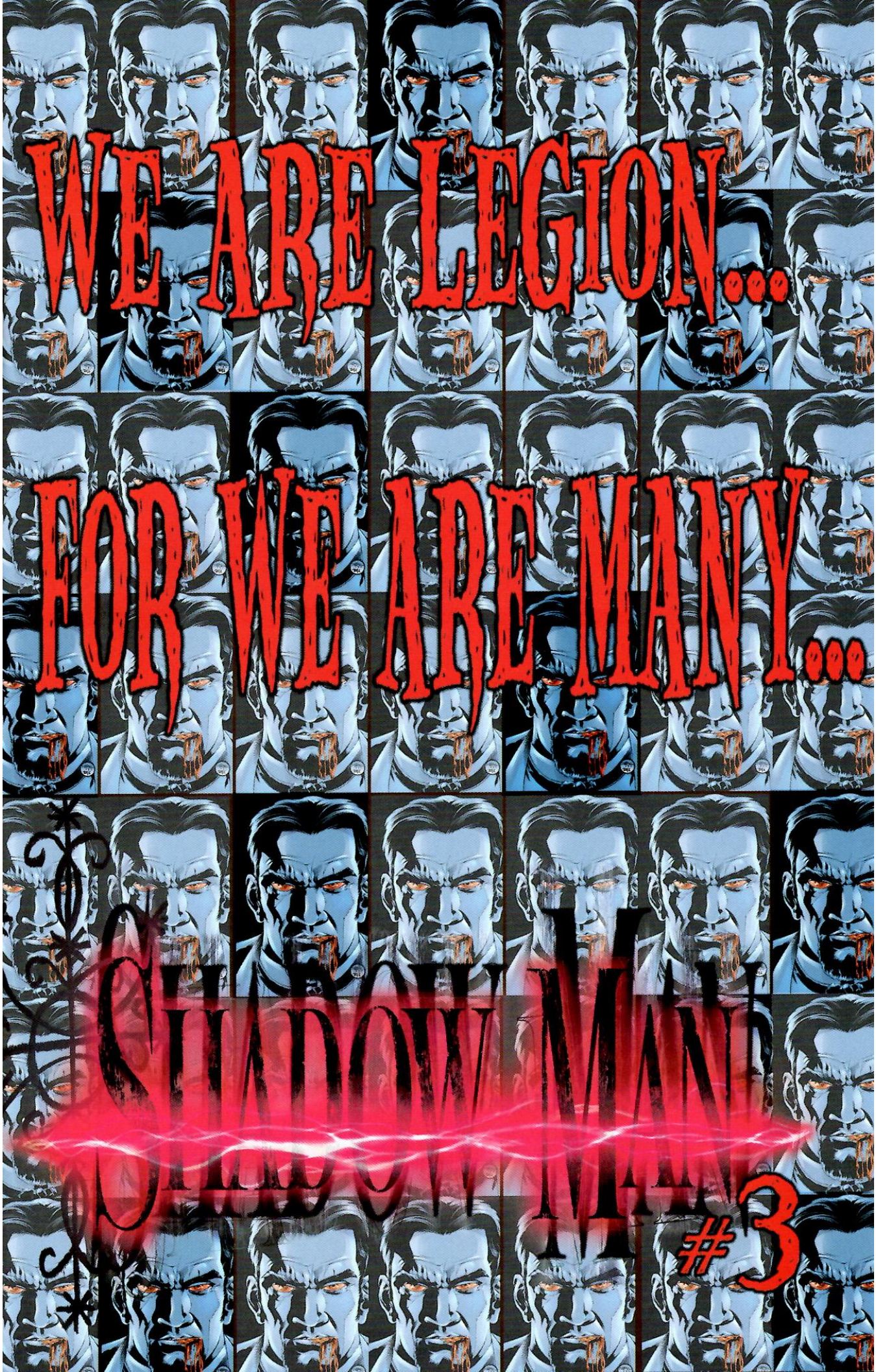
FC, 32pgs
$2.50

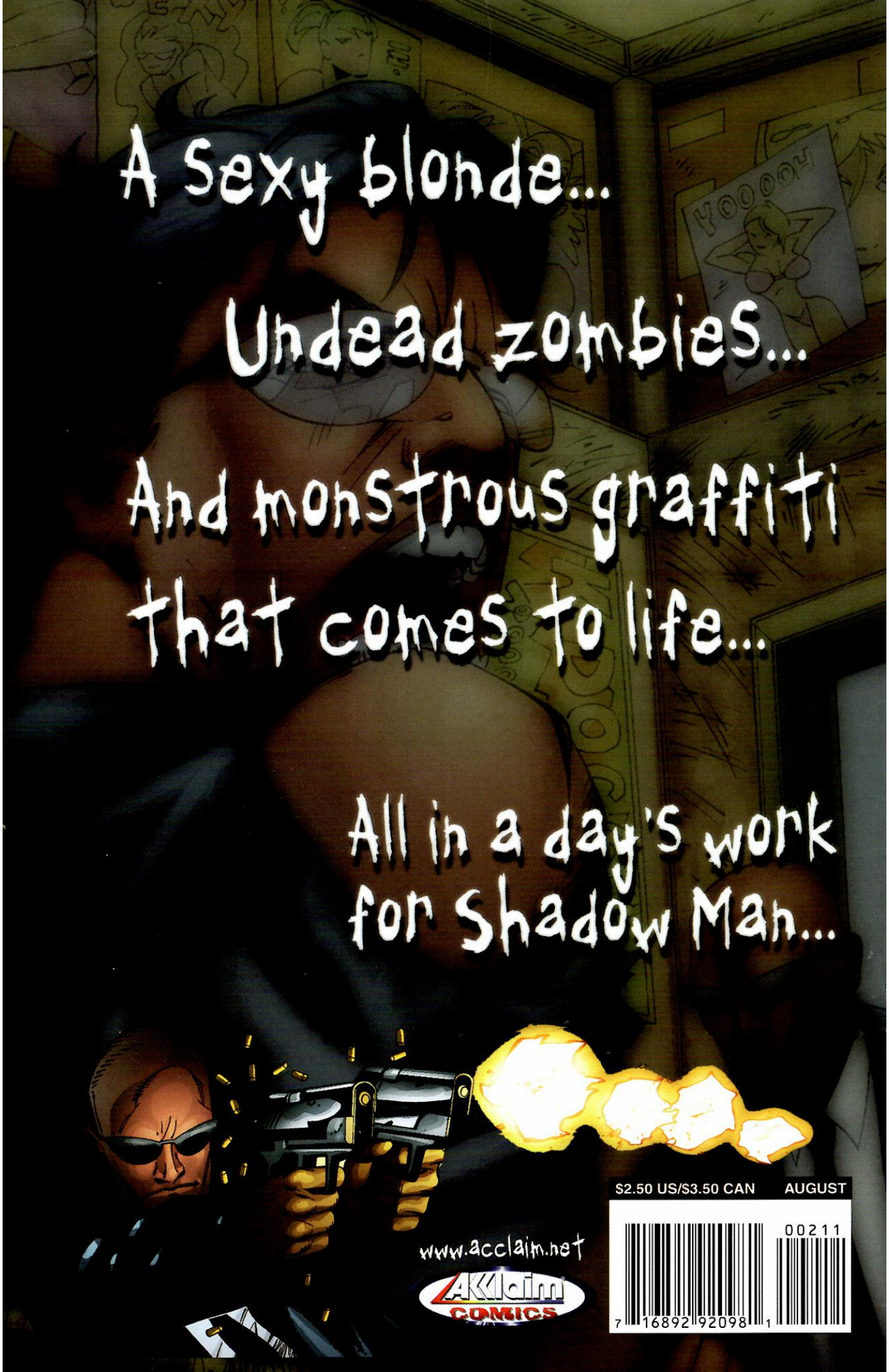
QUANTUM & WOODY Trade Paperback #4: Magnum Force
By Christopher Priest, Mark Bright & Greg Adams



So they're canceled. Big deal. But is that actually the case? You'll have to check us out next month to learn the real deal ...
In the meantime, Quantum & Woody are back in their fourth trade paperback, collecting issues #13-16! This TPB is a complete departure from the fun-loving insanity which we've all come to know and love. Quantum & Woody embark on an adventure which alters the core of what they've come to believe as super heroes. Tragedy, revenge and disillusionment change Quantum & Woody forever!
Plus, MAGNUM FORCE contains ALL-NEW material by Priest and Bright!

FC, 96 pgs
$7.95


WE ARE LEGION...
FOR WE ARE MANY...
SHADOW MAN
#3


A sexy blonde...
Undead zombies...
And monstrous graffiti
that comes to life...
All in a day's work
for Shadow Man...
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ACCLAIM'S THINK TANK

Comments? Write to: ACCLAIM'S THINK TANK
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A WORD FROM THE BOSS:

Have you ever wondered what life would be like if the things you enjoyed most were suddenly taken away from you? I have..... it stinks! Whether we're talking about food, friends, family, fortunes or comics the feeling is much the same. Human nature is a funny thing. We immerse ourselves in our passions, never knowing what may lay ahead. For me, publishing is a passion. Perhaps for you, it's tacos or beer.. I'm not one to cast judgement.

However, on the flip side, have you ever experienced the return of something you cherished and thought had been lost forever? I have... it's absolutely awesome! And that's the feeling I'm getting with the return of Acclaim Comics and the return to publishing of QUANTUM & WOODY and the upcoming, highly-anticipated UNITY 2000 project.

Have you ever thought about where QUANTUM & WOODY would be today if they weren't cancelled? I have... But now I know! Q&W would be at issue #32. And that's right where they will be. A lot has transpired since their last appearance (14 issues to be exact). With the publication of Q&W Issue #32 you'll be able to find out what the world's-worst super hero team has been up to. Sprinkled throughout you'll find references to those mysterious missing issues. What do they mean? The answer is quite simple. To get the lowdown on our not-so-dynamic duo simply go to Acclaim.net to get the inside scoop.

Speaking of the flip side of things, have you ever heard of Paul Creddick? No?.... Well, until recently neither had I. Paul Creddick is actually a pseudonym used by Jim Shooter. Issues #3 and #4 of our new SHADOW MAN series contain an interesting little flip book written by Jim (or Paul if you prefer) and pencilled by Jim Starlin. Entitled "The Valiant Death of Jack Boniface," this two part mini-series is the perfect lead-in to Jim's highly-anticipated UNITY 2000 series starting in November.

If you thought your hunger for our original Valiant Universe would never be satisfied again, worry no more. UNITY 2000 is coming soon. After reviewing the plot for Issue #1, I can say with confidence that Jim Shooter is definitely back in his element. UNITY 2000 literally brings together the best of two worlds. Jim Shooter and Jim Starlin have teamed up to create what will be the biggest event this fall, without a doubt.

UNITY 2000 brings into conflict the characters of the more recent Acclaim Universe and the original Valiant Universe, while simultaneously generating new ideas and characters that will carry Acclaim Comics into the future. As former Editor-in-Chief of Marvel, and more importantly founder of Valiant Comics, Jim Shooter knows what followers of our characters are really looking for. I guarantee, whether you're a long-time fan or newcomer to Acclaim Comics and our Valiant

Walter Black • Publisher
Joe Caponsacco • Art Director
Omar Banmally • Editor
Michael Marts • Editor

Universe, UNITY 2000 will get the blood pumping!

Add to the mix our upcoming ARMORINES mini-series scheduled to launch in October, published in conjunction with our Armorines: Project Swarm video game, , and you can see that Acclaim Comics is back on the map.

I'm very excited about the future of Acclaim Comics. The fall season is really shaping up to be a busy one here. UNITY 2000, QUANTUM & WOODY,SHADOWMAN, ARMORINES..... four titles we are committed to; four titles we feel strongly about; four titles we are looking forward to bringing to you, the reader. Please take the time to pick us up at your local comic shop. Read us. Enjoy us. Let us know what you think... good, bad or indifferent. Your opinions counts, trust me.

Yours for good reading,

Walter Black
Publisher

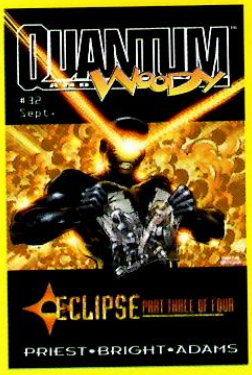
OUT THIS MONTH:

Shadow Man #3 (Flipbook)
Legion and his cabal of serial killers begin their scheme to loose the tides of corruption from Deadside into the world of life.

By Abnett, Lanning and Cross

Part Two: The Valiant Death of Jack Boniface-Alpha
The year is 1999, and all Valiant fans know what that means for Shadowman: death! See Jack Boniface in action once again in this prelude to a much larger event later this year!

By Creddick, Starlin and Rubinstein



Quantum & Woody #32
Picking up right where we left off LAST issue! With time running out, Quantum & Woody race to find a way to destroy Dr. Eclipse's ultimate weapon while knowing that, if they succeed, destroying the weapon could kill Eclipse, Quantum's oldest friend!

Guest starring the ARMORINES!!!

By Priest, Bright and Adams

available at comic book specialty shops everywhere!
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ACCLAIM'S THINK TANK

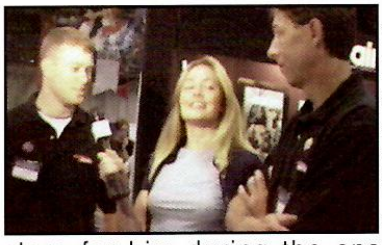
(The not so spooky edition.)

Comments? Write to: ACCLAIM'S THINK TANK
c/o Acclaim Comics One Acclaim Plaza, Glen Cove, NY 11542

A WORD FROM ACCLAIM COMICS:

July and August are the two hottest months of the year here in New York. The thought of leaving the cool air-conditioned comfort of our homes and offices was almost too unbearable to think of. However, Acclaim Comics (being the tough guys that we are) did venture out into the world this summer on our annual wild and wacky comic convention tour.

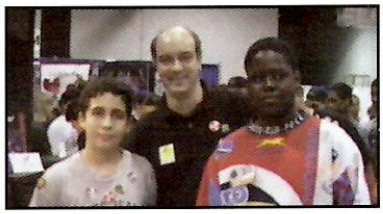
Walter Black, our new publisher, decided we should make our presence felt at the two main comic conventions of the summer, namely Wizard World Chicago and the Comic-Con International in San Diego. Coming from the staid and often stuffy world of book publishing, Mr. Black (as we so fondly refer to him) finally got a taste of the comic book world at it's wackiest best!



Within minutes of the convention's opening, our new boss got his first taste of what was in store for him during the ensuing 3 days. However, things began to settle down a bit and Mr. Black was able to get back to the business at hand... spreading the word that Acclaim Comics was back, and back in a big way. Whether handing out stickers, buttons and other free goodies or being interviewed for local cable TV with editor Mike Marts, the boss was getting the job done.

By far, the highpoint of Friday's activity was the arrival at our booth of the legendary Jim Shooter. Mobbed by adoring fans, Jim answered questions and provided advice to eager young writers and artists. However, Jim's arrival at the Acclaim Booth was no accident... Our boss had devilishly set up a press panel to reveal our UNITY 2000 project authored by the creator of the Valiant Heroes Universe himself! Accompanying Mr. Shooter to the panel were project editor Mike Marts and fan-favorite penciler Jim Starlin. Jim and Jim as they are known to us, discussed their plans for UNITY 2000, answered questions and provided a small glimpse into what the future may hold for the resurrected Valiant Heroes Universe.

Saturday's activities centered around Acclaim's hottest new video game, WWF ATTITUDE. Showcasing Acclaim's new video game releases, ATTITUDE drew passersby at an amazing rate. The afternoon culminated with a no-holds-barred wrestling tournament. The action was fierce and intense with many exciting matches, but in the end, Jonathan Barfield came away with the grand prize, Gino Pennachio garnered 2nd place and Ira Staehle took 3rd.



Next stop.... The beautiful Comic-Con International convention hall in sunny San Diego, CA. Once again the Acclaim Booth was a buzz of activity. Eager fans stormed our tables wanting to learn the latest on our upcoming comic titles such as SHADOWMAN, QUANTUM & WOODY, ARMORINES, and especially UNITY 2000. Video gamers continued to plug away at our newest video game releases like, RE-VOLT, SHADOWMAN, NFL QUARTERBACK CLUB 2000, and WWF ATTITUDE all for Nintendo 64.

This time out our boss suggested we bring along an old friend, Vincent Van Goat of Quantum & Woody fame. Vincent really knew how to work the crowd....

Walter Black • Publisher
Joe Caponsacco • Art Director
Oman Banmally • Editor
Stacy Brichel • Editor
(So this isn't spooky either, but we're trying here.)

Like Chicago, the San Diego Comic-Con really brought with it a very interesting crowd. People from all walks of life from both here on earth and beyond the stars stopped by our booth to chat and mingle.

In San Diego we also convinced Mat Broome and Ryan Benjamin, the artists on Shadow Man to come over to the booth and do sketches for us. Pretty cool if you ask me. Joining Mat and Ryan at the booth was Jim Calafiore, artist of our upcoming Armorines limited series. Jim signed Armorines pinups for anyone who wanted one. And another regular visitor to our booth was UNITY 2000 artist Jim Starlin. Jim and the boss spent a lot of time surveying the situation around the booth!.

All-in-all, this convention season was a resounding success for Acclaim Comics. We all enjoyed our time there (even Mr. Black), and we appreciate all the fans that stopped by and showed their support for what we are trying to do. Thanks again!!

--Acclaim Comics
(Coming Out Swinging)

OUT THIS MONTH:

Quantum & Woody #18
Stripped of their super powers but finally freed of their forced linkage, Quantum and Woody fight a losing battle with Parisian special forces cops and end up sharing a jail cell, waiting for a rescue that isn't coming.

By Priest, Bright and Adams

ARMORINES #1 (OF 4)
When a force of alien invaders threaten the world, the elite armored squadron known as the Armorines may be the Earth's only hope! But why do these aliens seem so familiar?

By Marts, Banmally, Calafiore and Palmiotti

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ACCLAIM COMICS

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ACCLAIM COMICS

WALTER BLACK
PUBLISHER

JOE CAPONSACCO
ART DIRECTOR

OMAR BANMALLY
STACY BRICKEL
EDITORS

The Story So Far

On the borderlands of life and death, Shadow Man—the voodoo guardian of the barriers between worlds—continues his deadly struggle of protecting Earth from the evil denizens of Deadside. Michael Leroi, D.J. and mystical voodoo warrior is given this almost impossible task.

SHADOWMAN №1

What do you get when a violent gang of undead zombies, a sexy blonde, a talking chicken, and graffiti that comes to life all decide to show up and rain on your parade? Well, you get all hell breaking loose. Shadow Man handles these problems the only way he knows how. With his pistols cocked.

SHADOWMAN №2

Legion and his cabal of serial killers begin their scheme to bring the corruption of Deadside to Earth. And only Shadow Man can stop them. However, Legion has other ideas. He has kidnapped the unsuspecting Astrid, hoping to use her as a trap for our hero. What happens? Read on and find out!

SHADOWMAN №3

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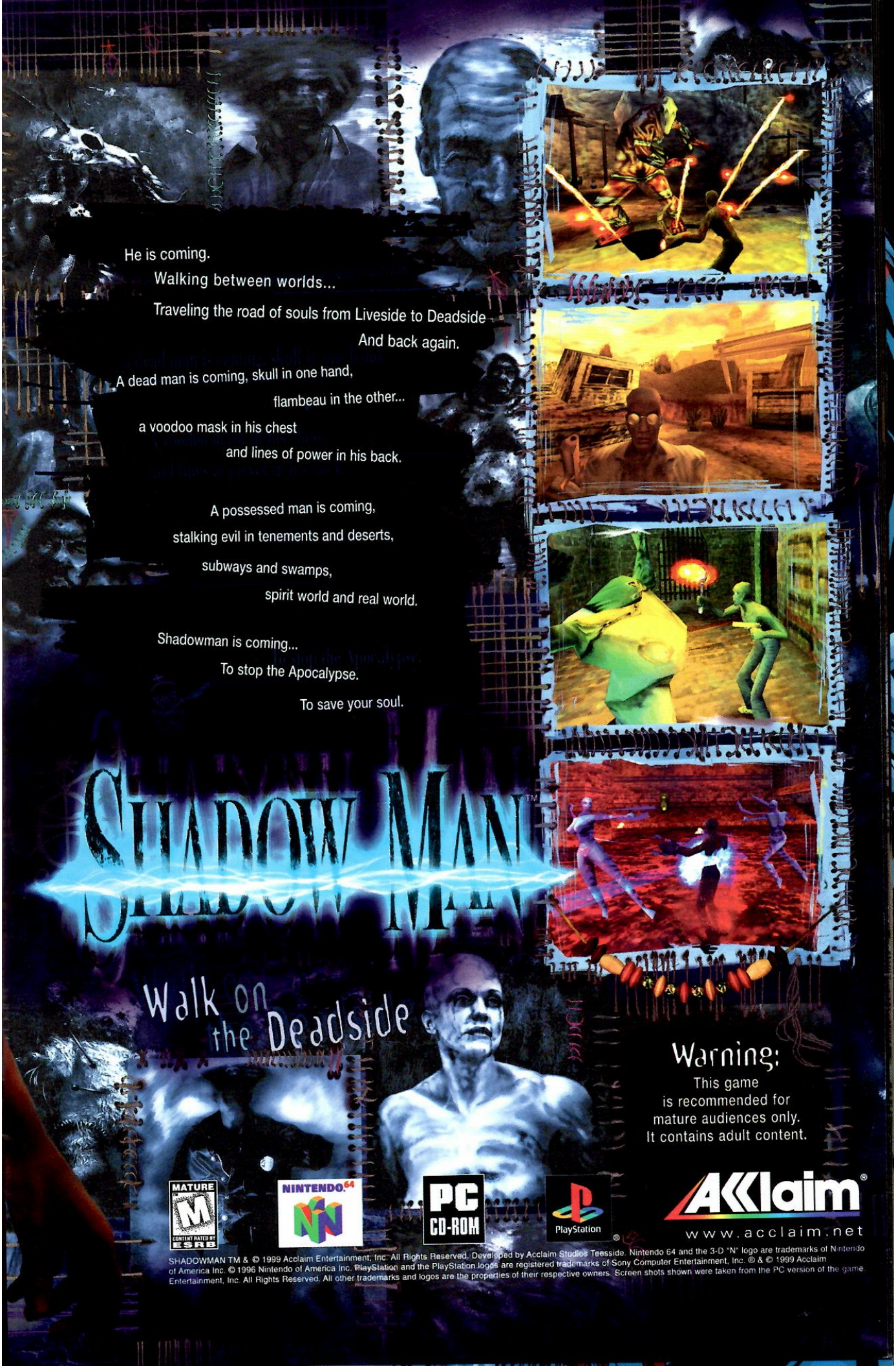
ONE ACCLAIM PLAZA
GLEN COVE, NY 11542
OR E-MAIL:
OBANMALLY@ACCLAIM.NET



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Comments? Write To: **ACCLAIM'S THINK TANK**
c/o ACCLAIM COMICS-One Acclaim Plaza, Glen Cove, NY 11542

A WORD FROM ACCLAIM COMICS:

"You gotta believe...." It's an old saying! I remember first hearing it back in 1969 when the Amazin' Mets won the World Series. Whether you're a avid sports fan, or avid comic book fan the old saying "You gotta believe... " remains as true today as it did back then.

At Acclaim Comics "We believe...." We believe in Shadow Man and Quantum & Woody. We believe in the Valiant Heroes Universe. We believe in Unity 2000. We believe in publishing the quality comics our fans have come to expect. We believe in supporting our characters as they once again emerge on the comic book scene.

Rebuilding a universe is, by no means, an easy task! Just ask SOLAR: Man of the Atom, Jim Shooter, Jim Starlin, or any of the other great writers and artists that have joined us to bring back the best we have to offer. Just ask us at Acclaim Comics! There are tons of super heroes out there determined to save the universe, but it's those special people like Jim Shooter, Jim Starlin and others including the people at Acclaim Comics that have taken on the enormous task of rebuilding one. But with determination and focus we plan to do just that!

In the comic book industry as it exists today, attempting to rebuild a universe would seem like a crazy idea to many.... Perhaps a very welcome idea but crazy nonetheless given what we all currently know about the state of the business. Well... perhaps. But, with a little help from our friends we are getting the word out that we have returned.

Let's take Shadow Man for example... With the re-launch of our Shadow Man comic series in conjunction with the launching of Acclaim Entertainment's Shadow Man video game we have been able to attain tremendous exposure for our hero. To date over 175,000 copies of Shadow Man Volume 3 Issue #1 have been distributed across the United States. Comic book readers never before exposed to the grim doings of Deadside, and video gamers not familiar with Shadow Man at all are now joining the series. I'd call that exposure! Wouldn't you?

Across the ocean, Shadow Man has taken Europe by storm. German language editions, Italian language editions and French language editions can be found everywhere. The interest in "anything Shadow Man" continues to build, with the possibility of a worldwide Spanish language edition on the horizon. Did I mention the possibility of a Shadow Man movie, or the possibility of Shadow Man action figures? Stay tuned for more details.....

We believe... We believe in UNITY 2000. Who will survive the merging of the Valiant Multiverse? Good question... Don't ask me, even I don't know! But what I do know is that UNITY 2000 will push the envelope in creativity. This six-part series, written especially to bring back the best of the best that the Valiant Heroes Universe has to offer is just the beginning. "We believe.." We believe that once order is restored in the Multiverse only good things can happen. Where does the future take us? Only time will tell. From the creative minds and artistry of Jim Shooter and Jim Starlin, I can guarantee you that the possibilities of future series are boundless. Do I see the return of X-O Manowar, Magnus, Harbingers... perhaps? How about you? What would you like to see?

Walter Black • Publisher
Joe Caponsacco • Art Director
Omar Banmally • Comic Book Editor
Stacy Brickel • Strategy Guide Editor

Let's not forget our buddies Quantum & Woody. At last I recall, our friends had returned to battle the dark doings of Doctor Eclipse. In their continued, inept way, Quantum & Woody seem to get themselves into some pretty tight spots! But the real question is what is to become of Q&W once Dr. Eclipse has exited the scene? Stay tuned as the dysfunctional, un-dynamic duo lead the charge against good and evil (Oh God save us!).

Finally there is the fearsome fighting force known as the Armorines. We all know bugs can be annoying and even dangerous at times, but this is getting out of hand! With an alien invasion at hand, the Armorines must gather their forces to defeat the enemy, just as they must do in the next Acclaim Entertainment video game based on an Acclaim Comics character. Don't miss either the game or this great 4-part mini-series.

Be sure to check out all we've got going at Acclaim Comics. Remember... "You gotta believe..." We do! Do you?

Write me!!

Walter J. Black II
Publisher
Acclaim Comics

OUT THIS MONTH:

UNITY 2000 #1 (OF 6)

With all the Valiant Universe's Jack Boniface's dead, Master Darque unleashes his bid to conquer the multiverse. However, did Master Darque truly succeed in eliminating all the Jack Boniface's?

By Shooter, Starlin and Rubinstein

ARMORINES #2 (OF 4)

The Spider Aliens return with a strange guy in a suit in charge of them. What's up with that? All heck breaks loose, people die, and stuff breaks. And bugs get squashed! All in a day's work for an Armorine.

By Banmally, Marts and Calafiore

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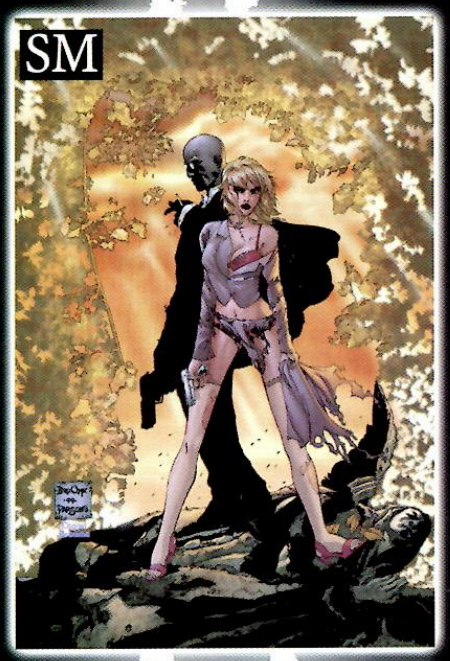
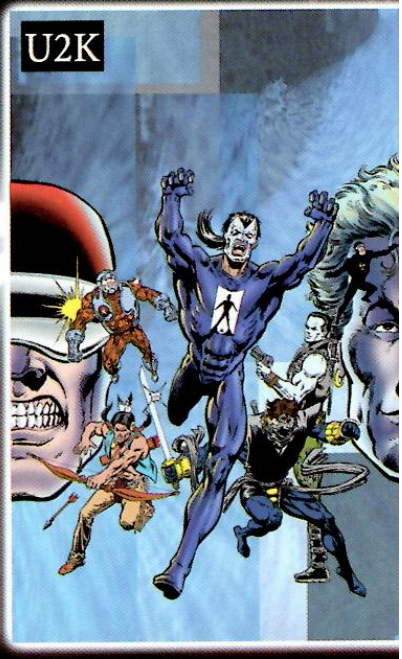
A MULTITUDE OF POSSIBILITIES...

ONE FINAL FUTURE.



THE ACCLAIM HEROES UNIVERSE

Be sure to visit acclaim.com/comics for bi-weekly updates on the Acclaim Heroes Universe.



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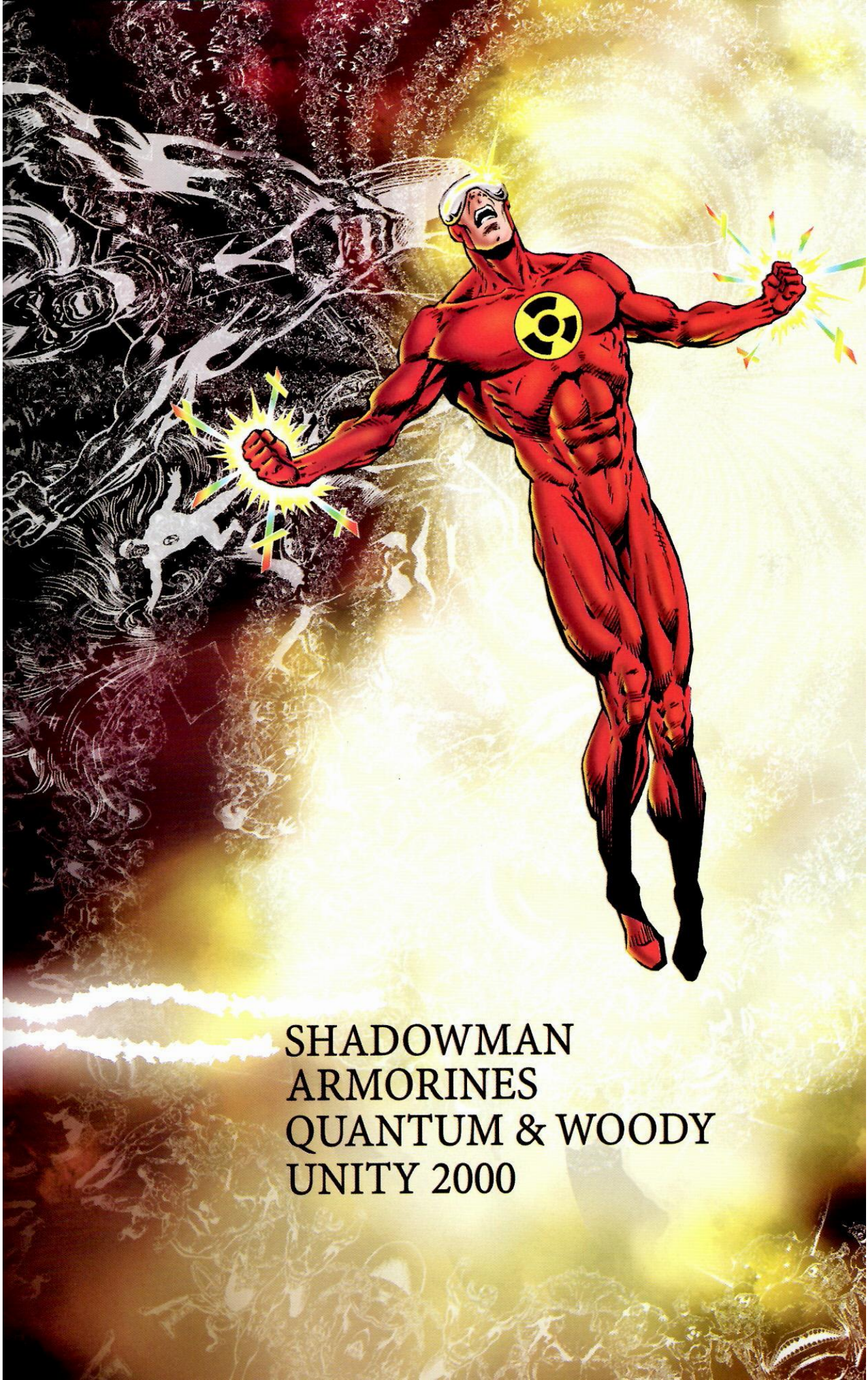
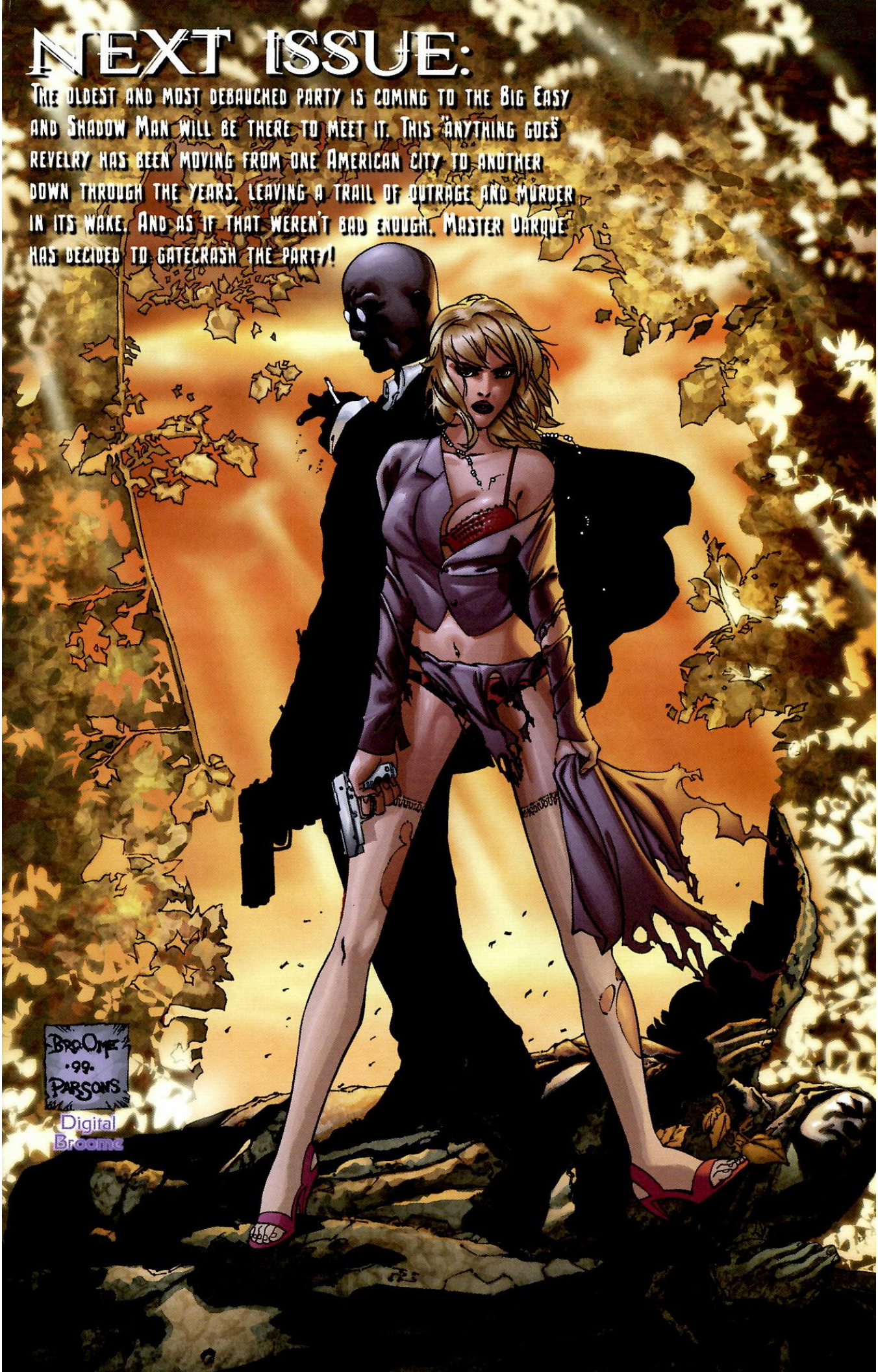
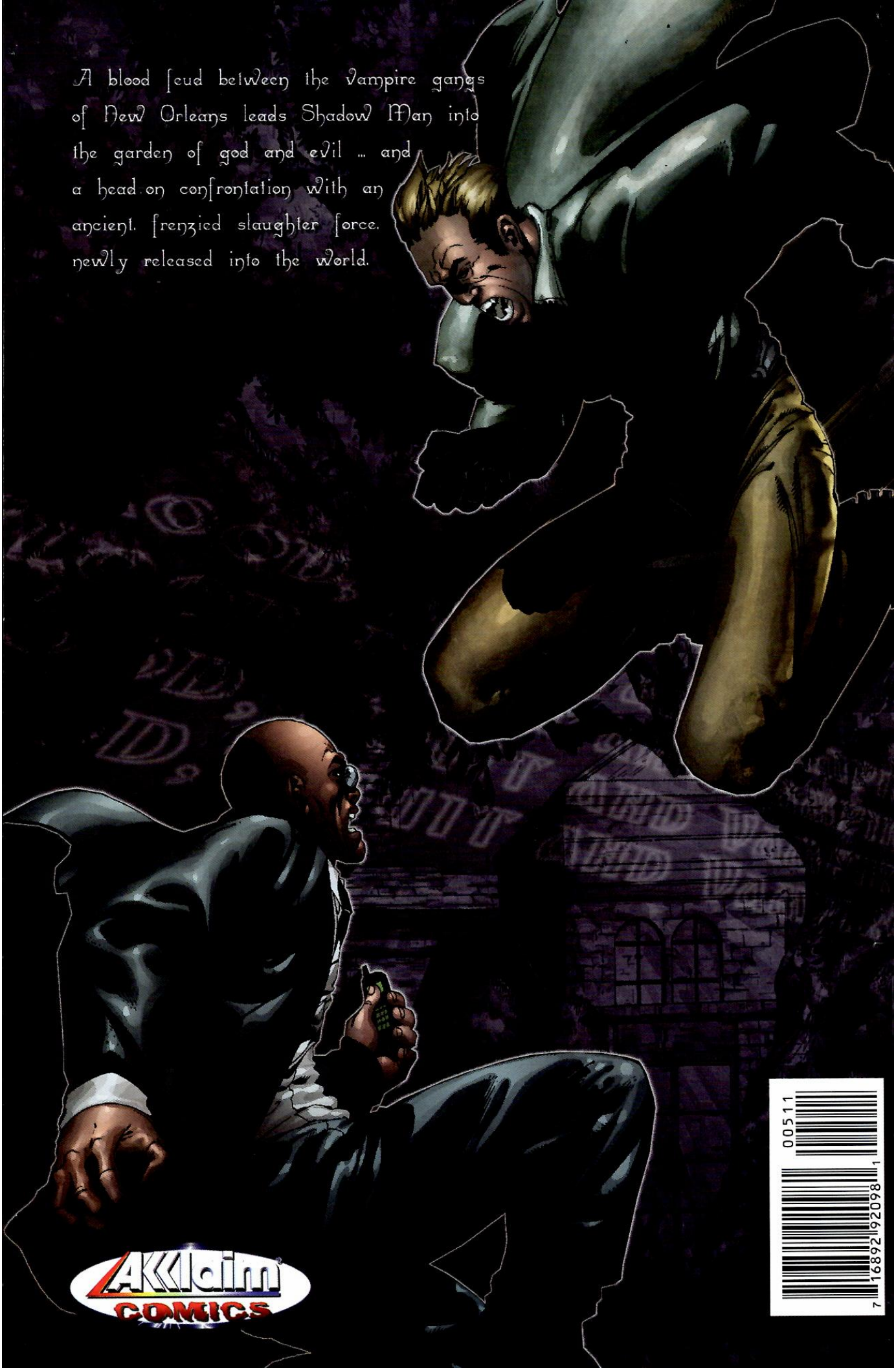


SHADOWMAN
ARMORINES
QUANTUM & WOODY
UNITY 2000

NEXT ISSUE:

The oldest and most debauched party is coming to the Big Easy and Shadow Man will be there to meet it. This "anything goes" revelry has been moving from one American city to another down through the years, leaving a trail of outrage and murder in its wake. And as if that weren't bad enough, Master Darque has decided to gatecrash the party!




A blood feud between the vampire gangs of New Orleans leads Shadow Man into the garden of god and evil ... and a head-on confrontation with an ancient, frenzied slaughter force, newly released into the world.
Acclaim COMICS
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THINK TANK

Comments? Write To: Acclaim's Think Tank
c/o ACCLAIM COMICS One Acclaim Plaza, Glen Cove, NY 11542

A WORD FROM ACCLAIM COMICS:

Progress.....

As defined by the Oxford American Dictionary, the word progress means, "1. Forward or onward movement. 2. An advance or development, especially to a better state."

Although some may not see it, and others may not believe it, the term "progress" definitely applies to Acclaim Comics. Over the past year, we have revived many of our comic series such as Quantum & Woody, ShadowMan, and Armorines. Plus we added Unity 2000, the cornerstone on which we will build a cohesive universe and position ourselves to move forward in the new millennium.

I will be the first to admit that in some cases our progress has been slow, and in some instances a bit erratic. However, we are moving forward, and plan to concentrate on new ideas and new product lines, with the determination to see that each and every issue comes out on time and is of the quality our fans expect.

As we all know from life's own experiences, nothing always goes as planned. The same is true for comic book publishing. Restarting a publishing business is very much like learning to walk for the first time, or talk for the first time. No infant is expected to get it right every time but as parents we learn to accept those early setbacks and failures, with an eye to the future and the promise that, in the end, the effort put forth in the development process will more than pay for itself. I feel strongly that Acclaim Comics is now positioning itself to move forward, and that the stumbles and hiccups that we all have faced are now behind us.

There are many positive signs out there confirming that Acclaim Comics is on the right track. Take, for instance, ShadowMan. Our current ShadowMan series scheduled for 12 issues has received great praise throughout the European community, now translated into German, Italian and French language formats. Quantum & Woody, one of our more popular series, continues to grow its readership issue by issue. Our Armorines limited series, based on the Acclaim Entertainment video game hit Armorines: Project Swarm, has done better than expected with European interest quite strong. Given strong overseas interest in Acclaim Comics as tie-ins to Acclaim Entertainment video games we are looking forward to our upcoming Turok limited series, to coincide with the release of the Turok 3: Shadow of Oblivion video game coming late this summer.

Unity 2000 is in full swing and coming close to its final issue #6. Upon completion, the previous Acclaim Comics (Valiant Heroes) multiverse will become one, complete, cohesive universe on which we plan to build and expand.

At the end of Unity 2000, Acclaim Comics plans two very special things.

Walter Black · Publisher
Joe Caponsacco · Art Director
Omar Banmally · Editor
Stacy Brickel · Editor

First and foremost, we plan to publish a "condensed" version of our "Universe Bible," so that all those old fans and new readers alike will have the benefit of knowing just how our new universe is structured. We plan on giving these bibles away FREE OF CHARGE in each and every comic shop across the country. Secondly, we plan to publish a Unity 2000 trade paperback collecting all six series issues.

All in all, I am confident that Acclaim Comics has "progressed"…. Progressed in forward-looking and committed fashion. I trust that those of you who have followed our return, see our commitment to the future and take the time to understand the problems and hurdles we have had to overcome.

Any questions or comments? Please write.

Yours for good reading,

Walter J. Black II
Publisher
Acclaim Comics

OUT THIS MONTH:

ARMORINES #4 (OF 4)

The fearsome final issue of the Armorines. Will they survive? Will the traitor be revealed (Duh)? Guest starring X-O Manowar!

By Banmally, Calafiore and Palmiotti

QUANTUM & WOODY #21

Toyo Harada convinces Quantum to re-acquire the Quantum Field energy he and Woody once shared, and the process reaches critical mass just as Dave Warrant's heroic efforts to save the last surviving Eternal Warriors reaches its most volatile phase, and while Woody presses his grievance against a famous comic book editor

By Priest, Jimenez, Alpuente

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ACCLAIM COMICS

Walter Black
Publisher

Joe CaponSacco
Art Director

Omar Banmally
Stacy Brickel
Editors

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THE STORY SO FAR

Legion and his cabal of serial killers begin their scheme to bring the corruption of Deadside to Earth. And only ShadowMan can stop them. However, Legion has other ideas. He has kidnapped Astrid hoping to use her as a trap for our hero.

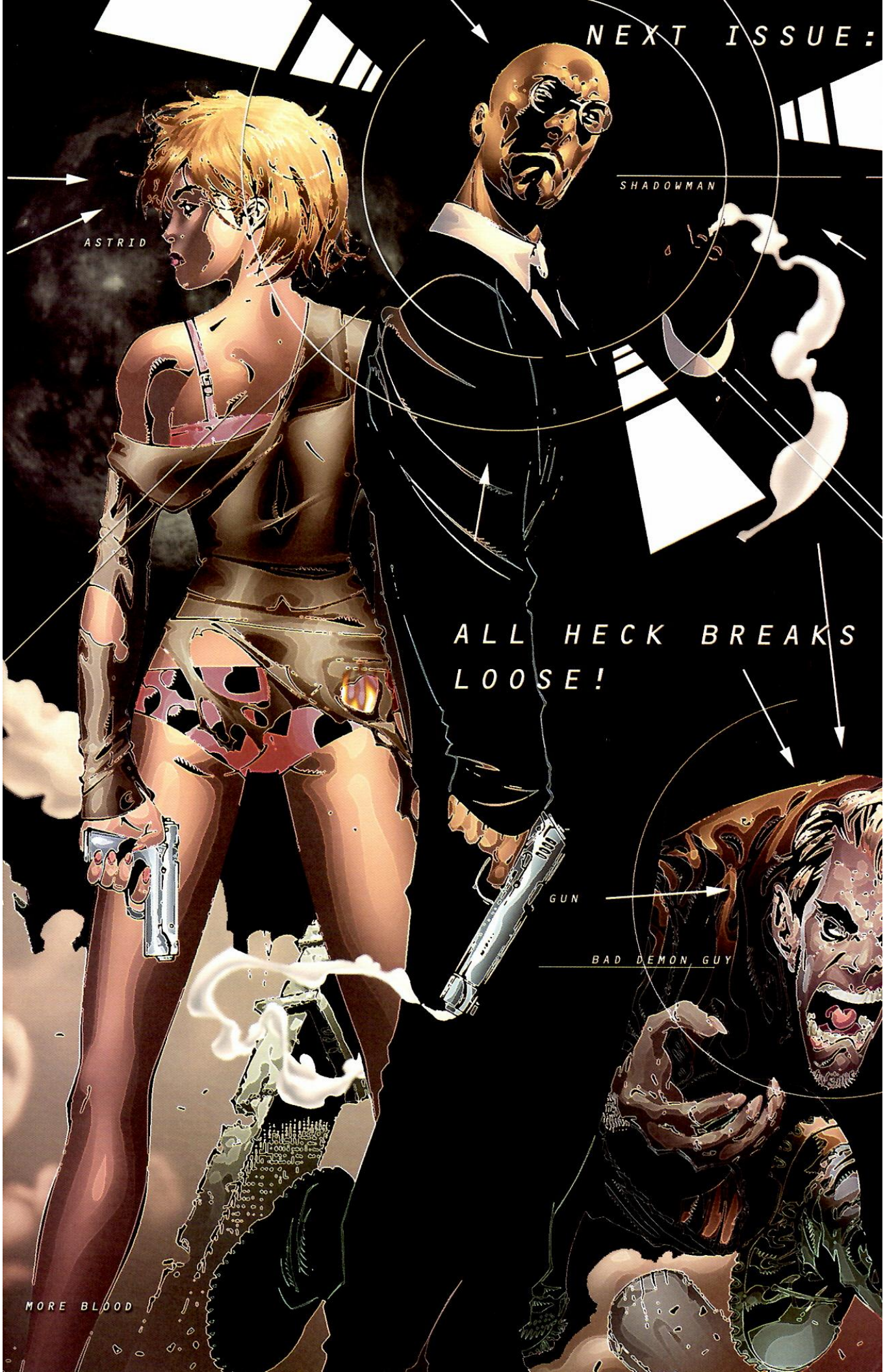
ShadowMan #3

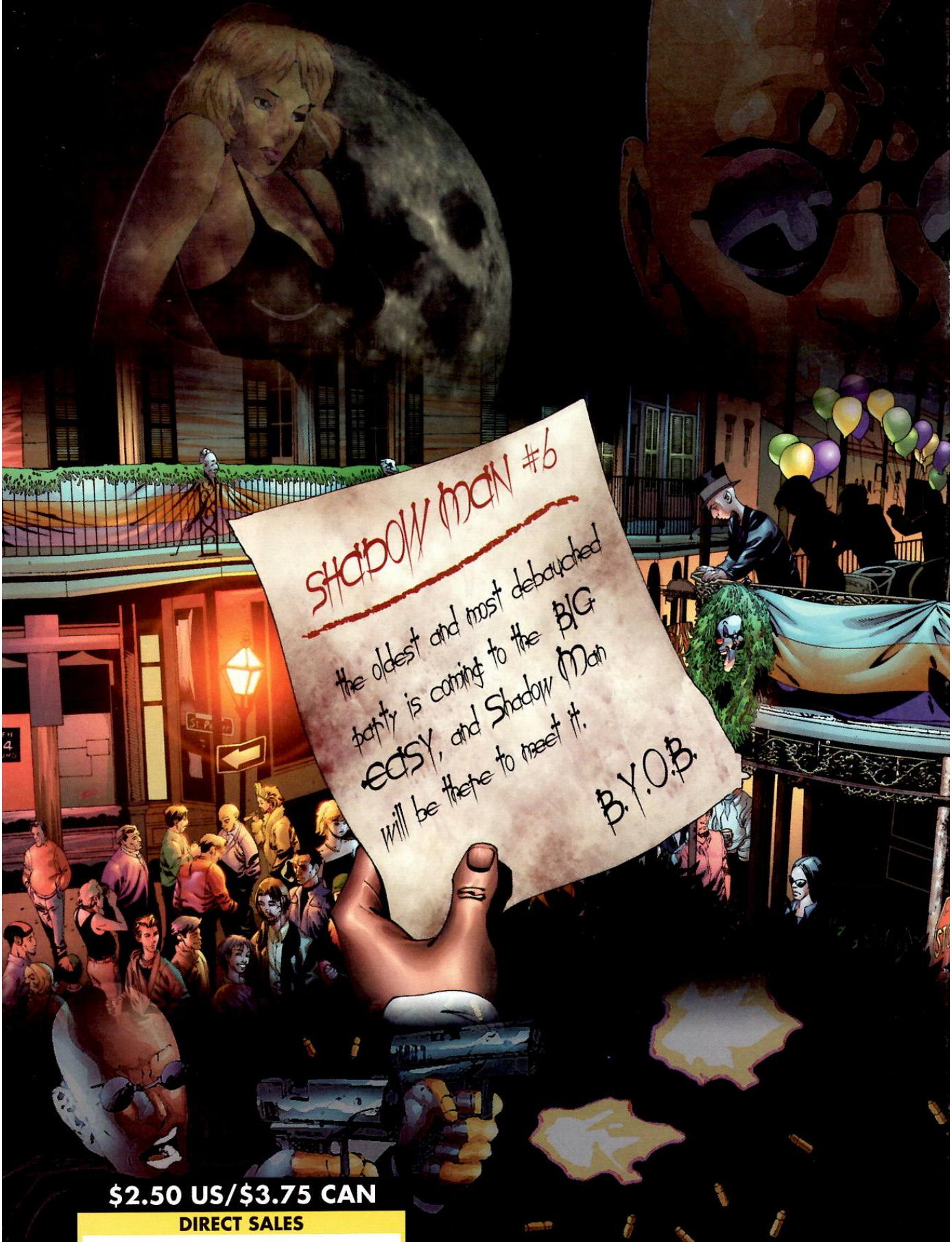
ShadowMan heads into Deadside to rescue Astrid from the evil clutches of Legion and the Asylum!

ShadowMan #4

A blood feud between the vampire gangs of New Orleans leads ShadowMan into the garden of good and evil...and into a head-on confrontation with an ancient frenzied force only known as "The Thirst."

Last issue.


NEXT ISSUE:
SHADOWMAN
ASTRID
ALL HECK BREAKS LOOSE!
GUN
BAD DEMON GUY
MORE BLOOD



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ACCLAIM COMICS

- The series was canceled after this issue, however, another six issues had already been solicited – by the same creative team of Abnett, Lanning, Broome, and Regla:
  - **Shadowman (Volume 3) #7** • (01/2000)
    The conclusion of the "Never Ending Party!" Shadowman finds himself powerless to stop an evil cabalist's plans to suck all the necromantic energy from all of the party-goers! If these machinations come to pass, half of New Orleans may be destroyed! All this, plus Master Darque rears his ugly head!
  - **Shadowman (Volume 3) #8** • (02/2000)
    Shadow Man and Astrid decide to date. But when it comes to these two, dating isn't a regular thing. Shadow Man and Astrid find themselves stranded in another dimension, and must traverse weird and strange landscapes to find their way home. However, instead of finding home, they end up 25 years in our future... where vampires have taken over the world!
  - **Shadowman (Volume 3) #9** • (03/2000)
    Shadow Man and Astrid must overthrow the twisted vampire ruled future Earth to return to the present. Surprisingly the leader of the Vampire Earth is someone very familiar to Shadow Man. Who you ask? Buy the book, and find out!
  - **Shadowman (Volume 3) #10** • (04/2000)
    Shadow Man and Astrid are still trapped in a future Earth that is wrong. Really wrong. The Shadow mantle has taken over the Earth and only Shadow Man can stop it. But what if he's the cause of it?!
  - **Shadowman (Volume 3) #11** • (05/2000)
    Bellos cannot be defeated. Shadow Man and Astrid must return to the present, and the only way can do that is to find Mama Nettie. But, will they find Mama Nettie, and can they stop Bellos in the present before he changes the future?
  - **Shadowman (Volume 3) #12** • (06/2000)
    Astrid and Michael make it back to present day. The Earth is solved from vampiric infestation... or is it? What will Shadow Man do when he faces Bellos in present day? Cap him? Hug him? Have a party? Also, an ending that you just wouldn't believe!